SEPTEMBER, 1983

The I/O Connector

The Newsletter of the San Diego Atari Computer Enthusiasts

PRESIDENT'S REPORT

I want to thank all of you that came out to our last meeting. I know it was hot and we did not have our expected speaker, but I thought that the demonstration of the 80 column software was very interesting. If you have a Commodore or equivelent color monitor or a black and white monitor these programs work very effectively.

Not much new news this month. I understand that Atari has recalled all the 1050 disk drives to debug them. They have problems loading protected software. The 600XL is due out this month.

Stewart Bloom, director of product development at Datasoft will be our speaker this month. They have many new programs to show us as well as telling about a program they have for marketing software that you write. Let's have a big turnout for them.

Next month we hope to have Bill Wilkinsen from OSS as our featured guest. OSS has a new lauguage called ACTION and also a new BASIC and some other goodies to tell us about. We also may get the light pen demo we have talked about.

APX now has printer handlers for the ATARI WRITER in stock.

We are still looking for a program chairman!!!

"Oh, Darn!"

I forgot again! I was really going to contribute something to the connector this issue, but I just never got around to doing it. It seems I've always got something going on. Guess I'll just have to wait until next month.

Don't YOU wait until next month, send in YOUR ideas and contributions NOW, while there's still time . . . .

EDITOR'S OUTPUT

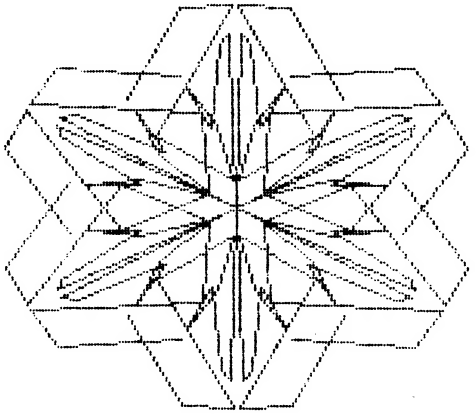
Hello my friends. It's good to be here.

I want to give my thanks to Dick Hiatt for covering the Editor's spot while I was out in the sun. I appreciated the vacation.

I almost didn't make it back. My rafting trip up on the Kern near Bakersfield almost turned into a tragedy for me. I was swept into the river and went over a small waterfall. Ended up in the Emergency Room at Lake Isabella. Almost drowned.

Almost, but not quite. I'm back at the keyboard, and I'm here to have a heart-to-heart with you. Yes, YOU, the person reading these words. Most probably a club member. I want you to think about what's happening in the club and to the club.

I really believe the club is at a crossroads. Our Pres, Dick Hiatt, is planning to retire at the end of the year. We will need someone to fill the President's spot. I do not believe anyone can replace Dick: he's done an outstanding job. In many ways he has held this club together and given it direction. He will be missed. Something else to consider: I am seriously considering steping down from the position of Editor at the end of the year. This is also a spot that will need to be filled. Additionally for the next four months, you'll find the *Connector* a very skimpy newsletter. Skimpy, unless you contribute. I believe we must realize that this club is US, and unless WE (YOU and I) work to make it something, it will cease to be. That is a very real possibility after the first of the year. Do you want this club to bite the dust? If you do, then sit on your hands. If you don't, get off your hands and on your feet.



NORTH-WEST COUNTY DATA

Best Regards to you from Jim, your North County Librarian. I hope that all of you are surviving this California weather and none of your thermometers have gone on strike.

Welcome to all of you new members who live in North County. If you need information about the Library or any programs from it, please feel free to to phone and ask for an appointment. We have a little bit of everything from games to utilities and everything in between. But one thing we need is more club members using what we have. It is your club and your library, so take full advantage of both and call me today.

For those of you interested, the number is 486-2479.

SAN DIEGO ATARI COMPUTER ENTHUSIASTS

is an independent, nonprofit organization and user's group with no connection to ATARI Corporation, a Warner Communication Company. Membership fees are currently $10.00 annually from January 1983 to January 1984. Membership includes free access to the computer program library, subscription to "The I/O Connector", and classes, when held. Permission to reprint articles in any noncommercial publication is permitted, without written authorization, as long as proper credit is given.

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NORTH-WEST COUNTY	Jim Lawson	579-4974
NO. COUNTY LIBRARIAN	Jim Gollwitzer	486-2479
MEMBERSHIP	Norm Davis	448-2971

CORRESPONDENCE ADDRESS
c/o Dick Hiatt - President
5353 Baltimore Dr., #39 La Mesa, California 92041

NEWSLETTER ADDRESS
c/o David Schultz - Editor
4037 Honeycutt St., San Diego, California 92109

MAIN LIBRARY
7:30 p.m. to 9:00 p.m. (Monday through Thursday)

BULLETIN BOARD
SDACEBBS - 9 p.m. to 4 a.m.
(619) 447-8143

SUBMISSIONS TO THE NEWSLETTER
are rare, because generally nobody gets up off their duff to sit down at the keyboard and produce ideas, opinions, reviews or anything of even the slightest interest to the group. When received, they cause the editor to turn inside out with happiness. Deadline is the 28th of the month. Thanks.

LIBRARIAN'S REPORT

Hi folks, I'm back!

This month, I am going to try to get some feedback from our membership on a couple of areas. First, how many people own modems? (A show of hands is advisable). O.K., now how many of those people have used our fine BBS? (raise hands again, please). To those of you who did not raise your hands, why have you not used our BBS?

Okay, is anyone having problems with the BBS? What could we do to it to make it better?

Every morning, when I shut the system down, I always look to see who called and what activity went on the night before. Two things I have observed are that the BBS get calls from all over the country, and that nobody ever uploads a program for either the BBS or the library. All that is needed is the AMDM41 modem program (or one of its many versions), a good modem, and insomnia.

Now to stand on my soap box. I know that many of our members are either typing up programs of their own or out of magazines. The question is why are there so few additions to the library? This seems to be the norm for the club. We have about 250 members but only ten contributors to the club. This means that we have around 240 members that don't care what goes with the club. The club is only as strong as the members (ALL the members) make it. Now if I don't fall, stepping off my soap box . . . .

See you all at the next meeting.

ANSWERS: SUMMER TIME

```
. . . . . .
.          REST   .
.B SWIMING   Y E  .
.A  A      BASEBALL.
.S  T  V   I   S  .
.HIKE BARBECUE  O  .
.   R  C   Y    N I.
.   S FALL C      C .
.   K  T  LEMONADE .
.  PICNIC  E      D .
.    O O    CONCERTS.
.    O N      E   E .
. SAIL   O    V   A .
.    E I V    E     .
.NEWER A  E   R     .
.    SUNBURN        .
. . . . . .
```

SOFTWARE REVIEW

BLUE MAX
from DataSoft

This review courtesy
of A.C.E. of Salt Lake City

by Max Derhak

I sat in front of the television set waiting in anticipation for what was to unfold as BLUE MAX by Synapse Software. My first impression of this masterpiece was favorable as the program loaded in and boomed a "Royal British" tune through the TV speaker.

To me, Zaxxon was a terrible flop, and I thought that this could be a repeat of an unorganized three-dimensional game. But BLUE MAX is good stuff!

Piloting a Max Chatsworth in the Royal British Air Force of W.W. I, your mission is to wreak havoc on the German landscape in an eventual confrontation with a major city.

The game is broken down into three levels of play: the riverfront, the countryside, and the city. In order to get from one level to another, you must bomb the marked buildings and bridges and shoot down the enemy planes that come at you. However, beware of the ground-based tanks, armed ships and enemy planes, for they can cause serious damage to your plane.

The game has the option of forward or reverse control so those with a preference will not have to readapt. Additionally, there are options for multiple skill levels and gravity.

It is hard to say how many times I was killed when I first started playing the game. It has a realistic feel and forces you to obey the laws of nature. You can't take off until you get up to speed. Flying too low can be dangerous, if not lethal. You can't land going 200 m.p.h. Finally, there are limited amounts of fuel and bombs your plane can carry.

This game is an excellent surprise for all of you video flight-simulator players and lives up to the Synapse tradition of excellence. I think that the $35 price is an excellent value for this unique program and suggest it to anyone.

THE LIBRARY AND THE BBS

This column is in reference to the above situation as posed by the club's librarian in the September of *The Connector*.

First it is understood that the utmost credit is due the librarian for his time, dedication and money to set up, maintain and run the library and the BBS, however, the conditions that exits do inhibit input and consequently, its growth.

As I see it, a crucial problem with the library is lack of convenience. Being situated in El Cajon, and on the far side of it, (as seen from downtown San Diego) the library is out of the way. For those of us in the beach area, it amounts to a long drive and two to three dollars worth of gasoline. It's easy to see that buying a magazine and typing one's own program might be easier.

An availability of only four nights per week for one and one-half hours excluding weekends is not at all convenient.

The North County library, which could serve as an exchange point, is located in Poway.

The Beach Area library, originally maintained by Nestor Sanchez, is non-existent. I don't know of its present location, if any. This should be re-established as it would enhance the possibility of greater input. New programs submitted to this offsite library could be forwarded to the main library for processing.

Regarding the BBS: the problem again is availability. The hours afforede (after 9 p.m.) does limit use. It is almost a certainty that a busy signal will be encountered from nine to eleven, and after that . . . YAWN!

Now it is understood that the hours set aside may be all that is available to the librarian and I'm sure all of us are grateful for that much, but those hours coupled with its location should be reviewed.

- Fritz Porter

DIGITAL CLOCK

```
10 PRINT "SET THE COLOR"
20 PRINT
30 PRINT "ENTER TIME (H,M,S);
40 INPUT H,M,S
50 GRAPHICS 18
60 POKE 18,0:POKE 19,0:POKE 20,0
70 IF PEEK(20)< 60 THEN 70
80 POKE 20,0
90 S=S+1
100 IF S=60 THEN M=M+1:S=0
110 IF M=60 THEN H=H+1:M=0:GOSUB 200
120 POSITION 5,3
130 IF H<10 THEN PRINT #6;"0";
140 PRINT#6;H;":";
150 IF M<10 THEN PRINT#6;"0";
160 PRINT#6;M;":";
170 IF S<10 THEN PRINT#6;"0";
180 PRINT #6;S
190 GOTO 70
200 VOL=15
210 SOUND 0,132,10,VOL
220 VOL=VOL * 0.96
230 IF VOL>1 THEN 210
240 SOUND 0,0,0,0
250 IF H>12 THEN H=1
260 RETURN
```

Ron Miller's

FORTH AVENUE

Display Lists using FORTH

FORTH programmers can easily make fancy displays by using custom display lists. Display lists are a powerful tool for the Atari programmer. The following program creates a custom display list which will split the Atari's screen into 2 graphics 0 areas. The top area will have 10 lines vertically and the bottom area will have the remaining 14 lines. The program proceeds as follows:

We locate normal screen memory and the normal display list and remember their locations so we can get back to a normal display. We also allocate 400 bytes to hold the new 40 byte by 10 line text window. And we create some commands to start and stop ANTIC so we can change display lists.

With that done, a new display list can be created. The Atari Operating System manual lists all the possible display list commands one can use on ANTIC. We will use only a few. A 70 generates one blank line. We use 3 of them to get our text window off the top of the TV display. A 42 command will tell ANTIC to get its data from the named memory area which follows. This is called NEW.WINDOW. A 2 command will generate one Graphics 0 line using data in NEW.WINDOW. We generate a bunch of them. Then we use a 42 command again to tell ANTIC to now get data from the normal screen display area and again we generate a bunch of 2 commands. A 41 command at the end tells ANTIC to return to the beginning of the display list and do everything again. ANTIC does this 60 times every second.

Now generating a split screen is easy. We stop ANTIC, install the new display list and start ANTIC again. Installing the normal display list uses the same procedure.

To test our new text window, we have some commands. CLEAR.WINDOW will fill NEW.WINDOW with blanks. 1ST.LINE will fill the 1st line of NEW.WINDOW with something. 10TH.LINE will act on the 10th line of NEW.WINDOW. Not too complicated to use. NORMAL.SCREEN will get you back to familar territory.

Experiment with this program until you understand it. You will make some really interestng mistakes especially if you are using a color display. If you need to discuss this program, come to the North County Atari meetings.

Have fun!

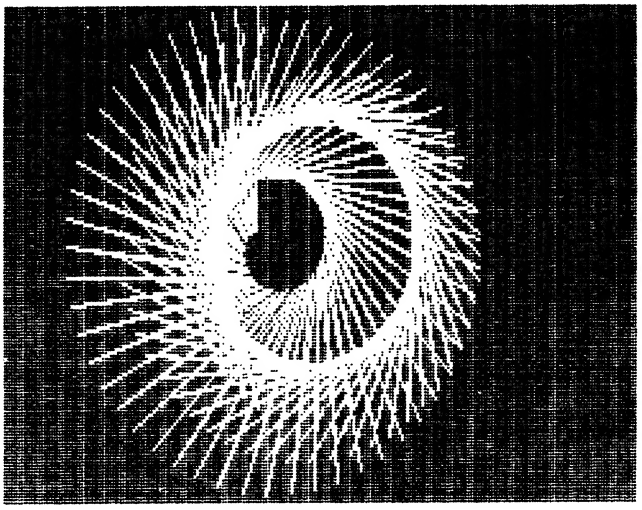
```
( SPLIT SCREEN DEFINITIONS )
HEX
( MAKE ROOM FOR NEW WINDOW )
( NEW WINDOW HAS 10 LINES )
( OF 40 BYTES PER LINE )
0 VARIABLE NEW.WINDOW 400 ALLOT
( LOCATE NORMAL SCREEN MEMORY )
58 @ VARIABLE NORMAL.SCR.MEM
( LOCATE NORMAL DISPLAY LIST )
230 @ VARIABLE OLD.DISP.LIST
( NEED SOME COMMANDS TO )
( CONTROL ANTIC )
: STOP.ANTIC 0 22F C! ;
: START.ANTIC 22 22F C! ;

DECIMAL
( CREATE NEW DISPLAY LIST )
HEX
 0 VARIABLE NEW.DISP.LIST
 -2 ALLOT
 70 C, 70 C, 70 C,
 42 C, NEW.WINDOW ,
 2 C, 2 C, 2 C, 2 C, 2 C, 2 C,
 2 C, 2 C, 2 C,
( RETURN TO NORMAL SCREEN MEM )
 42 C, NORMAL.SCR.MEM @ ,
 2 C, 2 C, 2 C, 2 C, 2 C, 2 C,
 2 C, 2 C, 2 C, 2 C, 2 C, 2 C,
 2 C,
( JUMP BACK TO NEW.DISP.LIST )
 41 C, NEW.DISP.LIST ,
DECIMAL
( OUR NEW SCREEN COMMANDS )
HEX
: NORMAL.SCREEN
     STOP.ANTIC
     OLD.DISP.LIST @ 230 !
     START.ANTIC ;
(   )
: SPLIT.SCREEN
     STOP.ANTIC
    NEW.DISP.LIST 230 !
     START.ANTIC ;

DECIMAL



( SOME TESTS TO SEE IT WORK )
( OUTLINE THE NEW WINDOW IN )
( INVERSE VIDEO )
(    )
: 1ST.LINE
    NEW.WINDOW 40 140 FILL ;
: 10TH.LINE
    NEW.WINDOW 360 +
    40 140 FILL ;

: CLEAR.WINDOW
    NEW.WINDOW 400 0 FILL ;
```

RUN THIS

BLINKING CURSOR

This neat machine language subroutine from Keeping Pace in Pittsburgh makes your cursor blink like crazy in BASIC. The REM statements will explain the use of this program.

```
10000 REM ------------------------
10010 REM --
10020 REM -- BLINKING CURSOR
10040 REM --
10070 REM ------------------------
10080 REM --
10090 REM --TO LOAD MACHINE LANG.:
10100 REM --SIMPLY HAVE A GOSUB
10110 REM --30000 IN YOUR PROGRAM.
10120 REM --
10130 REM ------------------------
10140 REM --
10150 REM --TO BLINK-BLINK-BLINK:
10160 REM --TO START THE CURSOR
10170 REM --BLINKING, SIMPLY PUT
10180 REM --THE FOLLOWING STATE-
10190 REM --MENT IN YOUR PROGRAM:
10200 REM --'CURSOR=USR(1536)'
10210 REM --AND THE CURSOR WILL
10220 REM --BLINK-BLINK-BLINK!
10230 REM --
10240 REM ------------------------
30000 RESTORE 30040
30010 FOR I=1536 TO 1567:READ A
30020 POKE I,A:NEXT I
30030 RETURN
30040 DATA 104,162,6,160,11,169,6,32
30050 DATA 92,228,96,165,20,110,243,2
30060 DATA 110,243,2,106,106,106,106
30070 DATA 46,243,2,46,243,2,76,95,228
```



CALENDAR

What: San Diego Atari Computer Enthusiasts
Monthly Meeting

When: 6:30 p.m.
3rd Monday of each month

- October 17, November 21

Where: North Park Recreational Center
4044 Idaho Street
Social Room

Contact: Dick Hiatt, 463-8460 evenings.

What: North County A.C.E.

When: 6:00 p.m.
3rd Tuesday of each month

October 18, November 15

Where: 8081 Mira Mesa Blvd.
(Church across street and west of Mira Mesa Cinemas.)

Contact: Ron Miller, 748-7195

What: North-West County A.C.E.
Monthly Meeting

When 9:00 a.m.
2nd Saturday of each month

November 12

Where: Infotainment Computers

Contact: Rick Reichert, 727-6566

What: Deadline for I/O Connector Newsletter

When: 28th of each month

Where: c/o David Schultz
4037 Honeycutt Street
San Diego, CA 92109

"We're gonna have a computer whiz for a kid. I just heard him say 'Da-Ta.'"

TID-BITS

Dear David,
I've just read the September issue of the Connector. As you can see . . . I was moved.
I joined the club last April. Very excitedly I came to the meetings but, I'm shy and didn't know anyone. Oh well! I tell myself, I'll meet someone.
Alas, I've met only other members who are new and don't know ay more than I do about computers. I have watched a small group of "users" dominate the chairs up front, a few others trying to sell used programs and I've been to three meetings trying to find out "What the hell is a light-pen?"
I would like to participate. There's nothing for me.
I know the North County Librarian or I wouldn't even know there's a library. Thank you, Jim!
I agree the President is a fine man. When he's at the meeting there is a professional air. But he can't do it alone. You can't either.
I would be willing to help but I'm not a leader, I'm a follower. This field is very new and complicated to me.
I would have thought there would be help for people new to computers. Instead the "Big Guys" stand around blowing each others noses.
Well, I feel a little better. Sorry I can't help you.

Sincerely,

(Name witheld)

Editor's response:

Thank you for your input. With regard to the situation I discussed in my September column, I received only three letters.
Yes the club has its problems. It's great that you were excited about joining the club! There's no reason for your excitement to fade. When I first came to the SDACE meeting in November last year, I was in the same position you described. I was fortunate in that I had a skill that put me in a position of contact with many knowledgable persons and vital information (i.e., the Newsletter Editor). The club officers are a diverse, interesting bunch. They have various interests, applications, and backgrounds with regard to the Atari. They do have one thing in common: an insatiable curiosity as to what the computer can do. In this you will find for yourself the solution to your situation. If you want to know "what the light pen does," just ask. If you are shy, like many of us are, you don't have to ask in front of the group. Ask one of the officers before or after the meeting. Notice also that officers' phone numbers are listed in the newsletter.
I can scarcely believe you've had problems meeting members. Particularly as you are a young lady and the majority of the club is male. I mean, let's face it, that helps.
I hope you will continue to frequent ACE meetings. If the club is not fulfilling your needs, you must let the officers know. It is your club as much as anyone's.

NORTH CITY DATA

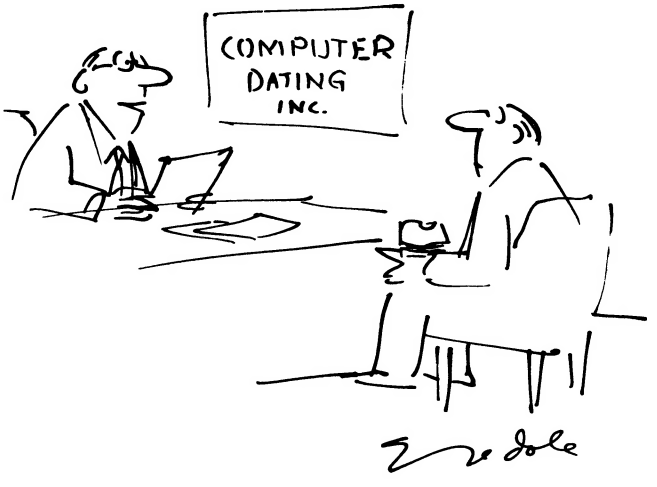
Our last meeting was packed and if you got there after 7:00 p.m. you couldn't find any place to set up your computer. The club library was getting good use. We owe our thanks to Jim Gollwitzer, the club librarian north. We have 2 meetings left this year. The third Tuesdays fall on 18 October and 15 November. Note that the November meeting comes before the San Diego general meeting.

Well, last night I got a call from Dave Schultz, our editor, asking me if I had anything to contribute to this month's newsletter. In an acute attack of guilt (again, because this sort of thing happens every month . . .) I kind of mumbled someting about how busy I've been and how I've been out of town or some such noise. I then realized how much what I had just said sounded like what I said last month, and the month before that, too. So I made myself sit down and just start writing. As I tell others, all it takes is to do it.

If this seems to be a rambling start, it is, but has a point. How many of us rationalize this same way each month? I worry about this because I've been doing it so long that it seems normal not to write an article. Does it seem normal to you? Why? In the next few weeks, we will be faced with some very important decisions. The future of SDACE will be decided. I am, of course, talking about elections. We need concerned, interested people to become active in club affairs. Dick has been the pivot about which our club has turned for the last three years. As we all know, he won't be running for president next year. Who will be our next president? Have YOU thought about running? What will happen if nobody wants to do it? Where do we want our club to be next year? Where do YOU want YOUR club to be next year? You don't need to know the O.S. by heart, or even know a LDA from a STA to be president. But you do have to care.

I have been a member since John Harris was president. I've seen our club grow from 20 to 200. With so many of us out there, some of us are certainly club officer material. And we can certainly make more of an effort to write an article for *The Connector* just like I did. It's OUR club. If you would like to see our meetings structured differently, then become an officer and change it! I'm getting off my soapbox now, but I will have another article next month, I promise!

- Tony Tait



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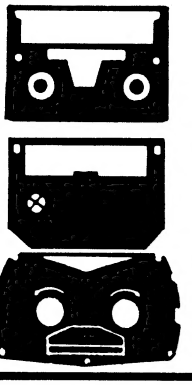

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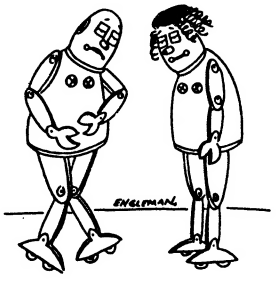
BUY/SELL/TRADE Advertisements are **FREE** to non-commercial members of the S.D.A.C.E. Ads must be 25 words or less. Specify the category desired. Only typewritten submission will be printed. (Give my eyes a break!) Mail to **B/S/T, 4037 Honeycutt Street, San Diego, CA 92109. No Phone Calls, Please!** Deadline is the 28th.

ETC.



I ate too many chips at the party last night!

"I'll be right back, honey. I have to make a phone call."

The I/O Connector

5353 BALTIMORE DR., #39
LA MESA, CA 92041

OUR NEXT MEETING,
SEPTEMBER 19, 1983
6:30 p.m.

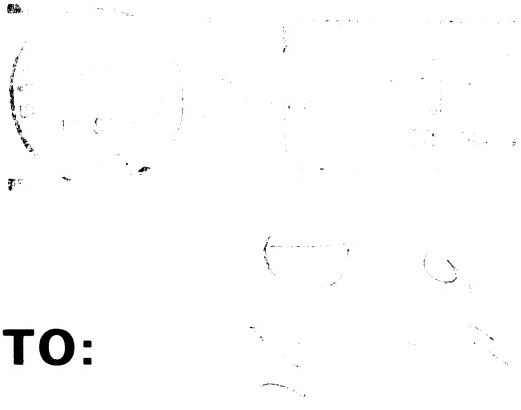
North Park Recreation Center .
4044 Idaho Street
Social Room

TOPICS OF INTEREST:

Speaker: Mr. Stewart Bloom,
DataSoft

Mr. Larry McGuiness,
Astra Disk Drive

PLEASE ARRIVE ON TIME
TO SEPTEMBER'S MEETING!



TO:

STEVE LAWRENCE
8924 DUNCAN RD.
SAN DIEGO, CA
92126